

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

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**THIS GAME CARD WILL WORK  
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# Overview

## Brief Description of Needs and Teaching

**Needs:** Your baby has 4 Needs that you need to manage. There are 3 levels for each Need. At Level 1, your baby will be wonderfully content and happy, while at Level 2 it will start to get grumpy, rubbing its tummy if it's hungry or yawning if it's tired. If a Need reaches Level 3, your baby will get very upset. It will cry and give you all sorts of signs indicating what's wrong, and which Need is in need. Also, keep in mind that it's one thing to be a little bit hungry, but quite another to be hungry, tired and have a dirty diaper, so as more Needs reach Level 2 or Level 3, your tot will be even angrier, which is another way of saying loud and cranky. When any or all of your baby's Needs reach Level 3, the icon for that Need (visible in the Main Menu) will pulsate.

### Baby's Four Needs:

**Clean:** Bathing and changing baby's diaper

**Food:** Preparing food and feeding

**Play:** Playing activities and games

**Sleep:** Giving your baby enough rest

**Stages:** There are 3 stages of development for your baby, Stage 1, Stage 2 and Stage 3. Your baby can only advance to the next stage after completing the various Teaching Activities which will in turn give it Teaching Experience, which your baby needs in order to learn and grow. Even so, there is no 'ending' to Baby Pals. Long after your baby has reached stage 3, it will continue to pine for your love and attention, and will always want to play with you, just as babies always do.

**Teaching:** The more time you and your baby spend together, the more you'll have access to the various Teaching Activities. Teaching Activities let you teach your baby all sorts of fun things, like sights and sounds, the difference between its nose and its toes, and even how to crawl and then to walk. By successfully teaching your baby, its Teaching Experience will increase, advancing it through the successive stages.

**Customization:** Not only can you choose its gender, physical features and name, but you'll also be able to customize your baby's appearance by combining all sorts of hats, hair styles, costumes, and toys you can purchase as you play.

# The Game

The game begins by Adopting A Baby. At this point, you'll have several important choices to make:

**Gender:** Touch the appropriate icon to choose a boy or a girl. You'll notice that the texture, or general appearance, of your toddler will change depending on the gender you choose.

**Skin Tone:** Here you can choose from up to 9 different skin tones, depending on your preference.

**Head slider:** This control allows you to change the size of your baby's head.

**Belly slider:** Use this control to adjust the size and shape of your baby's tummy.

**Nose Shape slider:** This control will affect the size of your baby's nose.

**Eye Shape slider:** Here you'll be able to change the size of your baby's eyes.

**Eye color:** Similar to skin tone, you'll use this control to choose from 9 different eye colors.

**Naming your baby:** Create a name up to 9 characters long.

## Main Menu

### Question Mark Icon

This icon takes you to the Needs menu. The Needs Menu screen will show you which of your baby's Needs demand the most attention at any time during game play. Any Needs that are in the red means your baby is miserable, and it needs your attention right away. When you are taking care of your baby's Need, other Needs may increase. Playing with your baby can make it sleepy, and when your baby first wakes up it will be energetic and wanting to play. Similarly, feeding your baby can make it dirty while bath time can be long enough that baby may get hungry. Over time your baby's Needs may increase as well, so make sure you check this menu frequently. In the upper right area of the Needs Menu you'll also find the total number of Hearts your baby has given you and how much Teaching Experience it's gone through.

## The Needs Icons

Each of your baby's Needs has its own icon. Touching these icons with the stylus will let you pick from different activities to help you take care of your baby's need. When any of these activities are successfully completed your baby will give you an amount of Hearts and a Bond point. The baby's Need meter will also decrease. During the activity a chime may sound and the Speak icon will appear in the upper left



corner of the Touch Screen. Praise your baby by saying “good baby”, “I love you baby” or the like into the microphone while the Speak icon is displayed to earn extra hearts. The Need icons are as follows:

## Clean Icon

Selecting the Cleaning Icon will take you to the Bathing and Diaper Changing options.

**Bathing:** In this activity, you will have to soap, wash and then dry your baby. You will be timed in this game; after all, you can't leave your baby in the tub forever!

**Soaping:** With the stylus, touch and hold on the Soap icon and start to lather the baby by dragging the soap over the baby. Soap bubbles will appear as soon as you start scrubbing, and you'll need to clean the entire baby, including its face (which it won't like very much!) Once your infant is covered in suds from top to bottom, it's time to wash off the soap.

**Washing:** The washing icon is a Shower Head located beneath the soap icon to the left on the Touch Screen. Touch and hold the Shower Head icon and drag it over the baby. This will gently spray your baby with water and wash away the suds. Once the baby is completely washed you can either soap it up again (if it needs another wash) or you'll be able to dry it off with the towel.

**Drying:** To dry your baby, you will need to use the Towel icon right beneath the Shower Head icon. Touch and hold the Towel icon and drag it over the baby to gently wipe away all the droplets of water on your baby until it's dry.

You'll know your baby is clean when it sparkles.

**Diaper Changing:** Diaper Changing, like Bathing, is a timed activity. If the meter runs out before you finish changing, the poor little thing will cry and its Changing Need will not be met.

**How to Change Diapers:** At the bottom of the screen, you'll see four icons. Three will appear on the left of the Touch Screen (baby wipes, baby powder, and new diaper), and one, the trash can, will appear at the right. To change your baby you'll have to follow these steps:

**Unfasten the safety pins:** When you first begin the activity, you'll need to unclasp the safety pins and remove them from your baby's soiled diaper. To do this, simply touch the safety pins with your stylus.

**Throw out the dirty diaper:** An icon of a dirty diaper will now appear at the bottom of the Touch Screen towards the middle. This icon needs to be dragged to the game's Trash icon at the right of the screen.

**Wipe the baby clean:** Now you'll see your baby covered with dirt and, at higher stages, diaper rash. Use the stylus to touch and hold the baby wipes on the left side of the Touch Screen, and then wipe off the dirt by dragging the baby wipe over the dirty areas. As the area becomes cleaner the spots of dirt will get smaller, eventually disappearing. A tune will play when you've finished cleaning off all the dirt.

**Powder your baby:** If you see small red bumpies, your baby has a little bit of a rash. Touch the baby powder with the stylus and then touch the rash with the stylus to powder them away. Again, a short tune will sound when you've finished.

**Put on a clean diaper:** Now you'll use the stylus to touch the diaper container icon beneath the baby powder icon and drag it to your baby. Hang in there, you're almost done!

**Fasten the safety pins:** This screen is just like the first screen, except that instead of taking the safety pins off, you're putting them back on. Touch the safety pins with the stylus to pin the diaper's corners together so that it'll stay on your baby. You're all done, and if you haven't run out of time, your baby will be feeling great, and its Changing Need will decrease.

## Eat Icon

Selecting the Eat Icon will take you to the Prepare Food and Feed options.

**Prepare Food:** When preparing food, you will be required to Cut, Blend, Boil, and Pan Fry items.

**Cook Book:** When cooking any recipe, your cook book will be visible at the top of the screen. But be careful; time is of the essence when making a good meal, so this activity is timed by a meter as well.

**Cut:** When cutting an ingredient, such as a vegetable, the bottom screen will show the vegetable on a cutting board. To cut, simply use the stylus as if it were a knife, dragging it vertically up and down following the red lines that appear across the ingredient.

**Blend:** Babies can't eat grown-up food, so you'll have to blend your baby's food up, first. To blend it properly, pay attention to the blender. As the food is blending, different blender buttons will light up. Touch each button as it lights up to thoroughly blend the ingredient. If you miss a button, the blender will just grind away and the food won't be all nice and mushy just the way your baby likes it.



**Boil:** Some dishes need to be boiled. To start boiling the ingredients use the stylus to touch the sink knob and fill your cooking pot with water. Turn on the stove by touching the stove dial. Using the stylus, touch the ingredients in the bowl at the right of the screen, and then drag them to the pot. Add a dash of salt to help the water boil by “shaking” the salt up and down over the pot. Now you’ll need to stir the pot by using the stylus to drag the handle of the spoon around the pot. As it’s stirred, the water in the pot will gradually change color to show you that the food’s been cooked. Finally, but importantly, when you’re done boiling, don’t forget to turn off the stove by touching the stove dial with the stylus.

**Mixing:** Mixing ingredients couldn’t be simpler. All the items you’ve chopped up will simply appear in a bowl. Now all you have to do is mix them together by dragging the stylus in a circular motion around the bowl.

**Pan Frying:** This activity’s almost as simple as mixing, just be careful you don’t burn the food! Just use the stylus to drag the food around in the pan to keep it moving. If you don’t, keep it moving it will begin to smoke. This is your clue that the food is burning and it must be moved, or the baby won’t eat it.

Once all the basic steps of the recipe are complete, it’s time to feed your hungry baby!

**Feeding:** Select the Feed icon to enter the Fridge Contents. From this screen, you’ll be able to choose which item to feed your baby.

**Stage 1 Feeding:** This stage is the simplest, and the food you’ve chosen from the fridge will be on the plate when you start the activity. To feed your baby, use the stylus as your spoon. Scoop up the food by touching it with the stylus.

**Stage 2 Feeding:** Stage 2 is much the same as Stage 1, but now you’ll have to work just a little bit harder to get your picky tot to open wide. At this stage, small icons will appear on the screen that you’ll need to trace by sliding the spoon over them with the stylus. “Choo-choo!” goes the big train as it stops at the depot with a boxcar full of yummys! Whoosh-whoosh-whoosh goes the helicopter as it lands in the hangar with a cargo of num-nums for the newborn! Your baby will love it when you do this, and if you trace all the icons correctly, it will open its mouth big and wide just for you!

**Stage 3 Feeding:** Now your baby’s getting finicky, so this stage combines Stages 1 and 2. You will need to have at least 3 different foods prepared in your fridge to provide variety to your baby’s dinner. Also, your baby will open its mouth less, and be pickier about the food it’ll eat.

To complete the feeding task, you’ll need to successfully feed your baby three spoonfuls.



## Sleep Icon

Selecting the Sleep icon will take you to the sleeping game where your baby can get some rest.

**Sleeping game:** In this game, you’ll help your tired little tyke count fuzzy little sheep by guiding the critters to safer pastures. Your baby’s sheep will begin at the left side of the screen and walk to the right. You’ll need to use the game’s controls to guide your baby’s sheep to safety. Your baby will be roused from its slumber if the sheep chance to hit a rock or a fence or even a sneaky wolf! If this happens 3 times, your dozing baby will wake up and not be rested. Use the stylus to control the sheep as follows:

**Move Up:** Touch and hold on a sheep, and then quickly drag your stylus in an upward direction, toward the top of the screen to move the sheep up a level in the puzzle.

**Move Down:** Touch and hold on a sheep, and then quickly drag your stylus down, toward the bottom of the screen, and the sheep will move down a level.

It’s up to you to guide your baby’s sheep safely to the end of the maze.

## Play Icon

Selecting the Play icon will take you to a selection of activities you can play with your baby. These activities include: Patty Cake, Tickling, Toy Box, and Peek-a-Boo.

**Patty Cake:** Selecting Patty Cake from the Play menu will let you play a game that your baby will love to play with you. Your baby will hold up its little hands in order. For each move your baby does, an icon called a Patty Cake button will display on the Touch Screen. After the baby finishes his moves it’s up to you to repeat what he did by touching the Patty Cake buttons in the right order.

**Toy Box:** In the toy box you will find all the baby toys you’ve purchased. You can purchase are rattles, stuffed animals, balls, and dolls. After starting this activity, you can pick up a toy by touching it with your stylus. Now try dragging it around the bottom of the screen and watch your curious baby reach for it and try to grab it.

By helping your baby play with the toys it wants, you’ll satisfy its need for play and have some fun of your own while you’re at it.



**Tickling:** Make your baby giggle and laugh by tickling it. You can tickle any part of the baby's body, by dragging the stylus back and forth over the baby's body. It will react to it according to how much it enjoyed being tickled at that spot. Be careful, however; if you tickle your tot too much in one spot, it might get upset and not want to be tickled there any longer.

**Peek-A-Boo:** The goal of this game is to make your baby laugh. You'll have a blanket that you'll control with the stylus. A message on the top screen will appear telling you to "Hide". The object is to hold the blanket in front of your baby's face while it moves left and right up or down, trying to see you past the blanket. Do your best to keep the blanket in front of your baby's face, and if you do, you'll see a message at the top of the screen, telling you to "Remove the Sheet!" Once you do, you'll immediately get another prompt to say "Peek-A-Boo!" If you do this just right, your baby will laugh and giggle with delight.

Once your baby has laughed 3 to 4 times, the activity is complete and you win.

## Teach Icon

Selecting the Teach icon will take you to a screen of activities that help teach your baby about Colors, Sounds, Body Parts, Crawling and Walking. For every 10 Bond points earned, another level of a Teach activity is unlocked. When all three levels (stars) of a Teach activity are completed a new Teach activity will unlock when the next 10 Bond points are earned.

**Colors:** To start, your baby will point to a colored block, and shapes will randomly appear above your baby's head. It will be your job to drag the correct colored shapes to the colored block your baby has pointed to!

**Sounds:** To play, simply touch an icon with your stylus and then listen as it's played. When you hear it, touch the stuffed animal that makes that noise.

Once you have earned three stars in the activity, starting it again will allow you to show off your baby's smarts. All you'll have to do is simply touch one of the sound icons with the stylus, and your half-pint soprano will point to the animal and make the correct sound.

**Body Parts:** Touch a body part icon and then use the stylus to touch that part on your baby. Your baby will then touch that body part with her hand, learning the body part.

**Crawl:** Teach your baby to crawl toward you by dragging a toy ball with the stylus in front of your baby to entice and guide it along. A meter at the top of the screen has a ball icon that will waver back and forth. Drag your toy ball back and forth in front your baby to keep the ball icon in the center of the meter. If the ball in the meter moves too far to the left or the right, your baby will crawl off in that direction and fall.

**Walk:** Teach your baby to walk by using the stylus to drag a toy ball in front of your baby. Drag the toy ball back and forth in front of your baby, trying to center the ball icon in the meter above. If it the meter veers too far to one side, your poor baby will take a little spill. If they fall 3 times, then the activity is failed.

Successfully completing the various Teaching Activities will increase your baby's Teaching Experience, and help advance them from Stage 1 all the way to Stage 3.

## Extras Icon

Selecting the Extra Icon will take you to the Store or to an area where you and your baby can play Dress-Up.

**Store:** The Hearts your baby gives you can be used in the store to purchase all sorts of items such as baby Supplies, Clothing, and Recipes and a hair cut from the Hair Dresser. These shopping menus all work the same: there are tabs you can use with blue arrows to the left and to the right that will cycle through "aisles." The top screen will display the item you're purchasing, everything from diapers to haircuts to costumes. By touching the Shopping Cart icon, you'll be prompted to purchase the items.

**Dress Up:** In Dress Up you will find all the clothes you've just purchased at the store. In Dress Up you'll be able to try on and wear the various outfits and costumes you've purchased.



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